

**【CLAIMS】**

1. In a system for providing a game service to a plurality of users connected to the Internet, an Internet game service system comprising:

5 a user behavior pattern database for storing a plurality of behavior pattern classification references for classifying user behavior patterns per game and game behavior pattern information on the users;

a channel database for storing a list of per-game random channels and data on game rooms generated at the random channels;

10 a channel server for selecting one of the random channels in the channel database according to the respective users' behavior pattern information in the user behavior pattern database, providing data on game rooms generated in the selected random channel, and controlling a user to enter a selected game room when the user selects the game room; and

15 a game server for providing a game service to the users who have entered respective game rooms by the channel server, determining game behavior patterns of the respective users who play the game by using behavior pattern references stored in the user behavior pattern database, and storing the determined game behavior patterns in the user behavior pattern database.

20 2. The Internet game service system of claim 1, wherein the user behavior pattern database comprises:

a user behavior pattern reference database for storing a plurality of behavior pattern classification references for classifying game behavior

patterns; and

a user behavior pattern information database for storing behavior pattern classification information for respective users.

3. The Internet game service system of claim 1 or 2, wherein the  
5 channel server controls the users who have the same or similar game behavior patterns to enter the random channel.

4. The Internet game service system of claim 1 or 2, wherein the  
users' game behavior pattern references include at least one of a  
classification of malicious users and compliant users, a classification following  
10 game usage, and a classification depending on bets.

5. The Internet game service system of claim 4, wherein in the  
classification of malicious users and compliant users, a reference for  
classifying the malicious users in the case of a game with bets includes:

a channel reference active at a specific channel; and

15 a bet reference without bets when no compliant users are provided.

6. The Internet game service system of claim 5, wherein when the  
number of games with users who are considered as malicious users  
according to the channel reference and the bet reference is greater than a  
predetermined number of games, the corresponding users are finally  
20 classified as malicious users.

7. The Internet game service system of claim 5, wherein when the  
percentage between the number of games with users who are considered as  
malicious users according to the channel reference and the bet reference and  
the number of total games is greater than a predetermined percentage, the

corresponding users are finally classified as malicious users.

8. The Internet game service system of claim 1, wherein the channel database further stores a list of general channels for each channel and data on game rooms generated at the general channel, and

5           the channel server refers to the channel database and provides data on the general channel for each channel and game rooms generated at the general channel, and controls the user to play the game through the game server in the selected game room when the user selects a specific game room in the general channel.

10           9. The Internet game service system of claim 1, wherein the channel server comprises:

          a channel display unit for displaying a channel display for entrance to a random channel to the user by referring to the channel database;

          a random channel controller for controlling the user to select and  
15       enter one of the random channels in the channel database according to the corresponding user's game behavior pattern stored in the user behavior pattern database when the entrance to the random channel is selected through the channel display unit;

          a game room display for displaying a list of game rooms in a  
20       determined random channel to the user by referring to the channel database when the random channel is determined by the random channel controller; and

          a channel controller for controlling the user to enter the random channel and select and enter a game room in the corresponding channel by

controlling the channel display unit, the random channel controller, and the game room display.

10. The Internet game service system of claim 9, wherein the random channel controller comprises:

5           a user behavior pattern determiner for determining a game behavior pattern classification of the user having selected the random channel by referring to the user behavior pattern database; and

          a channel determiner for determining a random channel that the corresponding user will enter from among the random channels in the channel database based on the users' behavior pattern classifications  
10           determined by the user behavior pattern determiner.

11. The Internet game service system of claim 1, wherein the Internet game service system comprises:

          a user behavior pattern monitor for monitoring the users' behavior  
15           patterns of playing the game by referring to the respective behavior pattern references in the user behavior pattern database;

          a user behavior pattern determiner for finally determining the respective users' behavior patterns of playing the game by using game behavior pattern information of the users monitored by the user behavior  
20           pattern monitor while the users play the game or when the game is over;

          a user behavior pattern recorder for storing the respective users' behavior patterns of playing the game determined by the user behavior pattern determiner in the user behavior pattern database for the respective

users; and

a game controller for controlling the progress of the game by referring to a game rule established for each game so that the users may play the game, and controlling the respective users' behavior patterns of playing the game determined by the user behavior pattern monitor and the user behavior pattern determiner to be recorded in the user behavior pattern database through the user behavior pattern recorder while the users play the game or when the game is over.

12. In a method for providing a game service to a plurality of users connected to the Internet, an Internet game service method comprising:

a) determining a user's game behavior pattern for the game selected by the user;

b) selecting a specific random channel according to the determined game behavior pattern of the user (where the random channel cannot be directly selected by the user);

c) displaying game rooms in the selected specific random channel to the user and controlling the user to select one of the game rooms; and

d) controlling users to play the game in the game room at the specific random channel selected by the user, and concurrently analyzing and recording game behavior patterns of users who play the game.

13. The Internet game service method of claim 12, further comprising, before a):

displaying a list of general channels for the game selected by the user and an entrance to the random channel; and

receiving the user's game behavior pattern from a storage unit storing users' game behavior patterns when a display for the entrance to the random channel is selected by the user.

14. The Internet game service method of claim 12, wherein b) comprises selecting the random channel so that the users who have the same or similar game behavior patterns may enter the same random channel.

15. The Internet game service method of claim 14, wherein an empty random channel is selected when no random channel that the users who have the same or similar game behavior patterns have entered is provided.

16. The Internet game service method of claim 14, wherein one of random channels is automatically randomly selected when a plurality of random channels that the users who have the same or similar game behavior patterns have entered are provided.

17. The Internet game service method of claim 14, wherein game behavior pattern information other than the user's game behavior pattern information used when the user have entered the random channel is used when the random channel for the user is selected.

18. The Internet game service method of claim 16, wherein d) comprises:

i) monitoring the users' game behavior patterns while the game is played;

ii) analyzing the users' game behavior patterns according to the monitored results when the game is over;

iii) determining the users' game behavior patterns according to the analysis results; and

iv) recording the determined users' game behavior patterns for the respective users.

5           19. The Internet game service method of claim 18, wherein when the game has a bet, i) comprises:

recording the respective users' bets during each game;

analyzing the respective users' total bets after each game is over;

and

10           determining the respective users' game behavior patterns according to the analysis results.

20. In a method for providing a game service to a plurality of users connected to the Internet, an Internet game service method comprising:

15           a) determining a user's game behavior pattern for a game selected by the user;

b) selecting a specific random channel according to the determined user's game behavior pattern (where the random channel cannot be directly selected by the user);

20           c) displaying game rooms in the selected specific random channel to the user and controlling the user to select one of the game rooms; and

d) controlling the users to play the game in the game room at the specific random channel selected by the user, and concurrently analyzing and recording game behavior patterns of the users who play the game,

wherein the users' game behavior pattern references include at least one of a classification of malicious users and compliant users, a classification following game usage, and a classification depending on bets.